

WHAT IS CLAIMED IS:

1 1. A method for playing a streamed content object using hypertext
2 transport protocol (HTTP) transport, the method comprising steps of:
3 receiving a first portion of the streamed content object from a packet
4 switched network using HTTP;
5 playing the first portion at least partially coincident in time with the first
6 listed receiving step; and
7 receiving a second portion of the streamed content object, wherein the
8 second portion is not contiguous in the streamed content object to the first portion.

1 2. The method for playing the streamed content object using HTTP
2 transport as recited in claim 1, further comprising a step of playing the second portion at
3 least partially coincident with the second listed receiving step.

1 3. The method for playing the streamed content object using HTTP
2 transport as recited in claim 1, further comprising a step of waiting for a key frame in the
3 second portion before playing the second portion.

1 4. The method for playing the streamed content object using HTTP
2 transport as recited in claim 1, wherein the first portion is played adjacent in time to the
3 second portion without any playback in-between.

1 5. The method for playing the streamed content object using HTTP
2 transport as recited in claim 1, further comprising a step of detecting user input related to
3 playback control, wherein the second listed receiving step is at least partially responsive
4 to the detecting step.

1 6. The method for playing the streamed content object using HTTP
2 transport as recited in claim 1, further comprising a step of determining a byte range for
3 the second portion.

1 7. The method for playing the streamed content object using HTTP
2 transport as recited in claim 1, further comprising a step of determining a location of the
3 second portion in the streamed content object.

1 8. The method for playing the streamed content object using HTTP
2 transport as recited in claim 1, further comprising steps of:
3 requesting the first portion from a remote server
4 requesting the second portion from the remote server.

1 9. A method for playing a streamed content object using HTTP
2 transport, the method comprising steps of:
3 receiving a first portion of the streamed content object using HTTP
4 transport;
5 detecting user input corresponding to playback control of the streamed
6 content object; and
7 receiving a second portion of the streamed content object that is, at least
8 partially, in response to the detecting step.

1 10. The method for playing the streamed content object using HTTP
2 transport as recited in claim 9, further comprising a step of playing the first portion at
3 least partially overlapping in time with the first listed receiving step.

1 11. The method for playing the streamed content object using HTTP
2 transport as recited in claim 9, wherein the playback control moves a playback point to a
3 non-contiguous point in the streamed content object.

1 12. The method for playing the streamed content object using HTTP
2 transport as recited in claim 9, further comprising steps of:
3 playing the first portion at least partially coincident with the first listed
4 receiving step;
5 playing the second portion at least partially coincident with the second
6 listed receiving step, wherein the first listed playing step is performed adjacent in time to
7 the second listed playing step.

1 13. The method for playing the streamed content object using HTTP
2 transport as recited in claim 9, further comprising a step of detecting user input related to
3 playback control, wherein the second listed receiving step is at least partially responsive
4 to the detecting step.

1 14. The method for playing the streamed content object using HTTP
2 transport as recited in claim 9, further comprising a step of determining a byte range for
3 the second portion.

1 15. A content playing product for playing a streamed content object
2 using HTTP transport, the content playing product comprising:
3 code for receiving a first portion of a streamed content object using HTTP
4 transport;
5 code for detecting user input corresponding to playback control of the
6 streamed content object;
7 code for receiving a second portion of the streamed content object that is,
8 at least partially, in response to the detecting step; and
9 a machine-readable medium comprising the codes.

1 16. The content playing product for playing the streamed content
2 object using HTTP transport as recited in claim 15, further comprising code for playing
3 the first portion at least partially overlapping in time with the first listed receiving step.

1 17. The content playing product for playing the streamed content
2 object using HTTP transport as recited in claim 15, further comprising:
3 code for playing the first portion at least partially coincident with the first
4 listed receiving step;
5 code for playing the second portion at least partially coincident with the
6 second listed receiving step, wherein the first listed playing step is performed adjacent in
7 time to the second listed playing step.

1 18. The content playing product for playing the streamed content
2 object using HTTP transport as recited in claim 15, further comprising code for detecting
3 user input related to playback control, wherein the second listed receiving step is, at least
4 partially, responsive to the detecting step.

1 19. The content playing product for playing the streamed content
2 object using HTTP transport as recited in claim 15, further comprising code for
3 determining a byte range for the second portion.